

'MIRAGE' LONG RANGE INFILTRATION UNIT POINTS: 100 + MODELS

Tau Pathfinders are often dropped behind enemy lines on embattled worlds many days before a major Tau offensive. These night-time infiltration missions are highly risky, as the team is often completely isolated as it is forced to keep communication silence for many days, deep in enemy territory. Only their powerful stealth fields allow them

to remain undetected for so long as they identify the key objectives in the enemy defence lines. When the Tau assault begins, the main role of these teams is to use their markerlights to direct the devastating firepower of the main force against the chosen targets.

Stealth-optimised Devilfish



"Uh? Boss? What's da red dots on da side of da wagon?
They don't clean easy."

Pathfinder Team



Devilfish



Pathfinder Team



Devilfish



Pathfinder Team



Devilfish



FORMATION:

- 1 Stealth-optimised Devilfish
- 1-3 Pathfinder teams mounted in Devilfish troop carriers
- (all vehicles replace their Gun Drones with Marker Drones)

SPECIAL RULES:

Long-range Infiltration: The formation is never deployed during deployment, but instead enters the battle at the beginning of any Tau turn, in addition to any reserves. This can happen in either of two ways:

- *Long-range Flank Move:* the formation can move in from any table edge. All models in the formation must enter the table within 12" of the point entered by the Stealth-optimised Devilfish.

- *Deep Infiltration:* the formation is simply placed anywhere on the table, as long as all models are deployed within 12" of the Stealth-optimised Devilfish and more than 6" away from any enemy model. Deploying the unit this way does not count as moving (in fact they have been immobile in position for many days, under cover of their stealth field).

Stealth-optimised Devilfish: This vehicle sacrifices its transport capacity in order to be equipped with a powerful 'Mirage' stealth field generator. All friendly units that are entirely within 12" of the vehicle count as equipped with stealth field generators (see page 27 of Codex: Tau Empire).

Target Acquired! If any enemy unit has at least three markerlight counters on it and is visible to any model in this formation, the player can expend three counters to immediately use a Precision Strike strategic asset on that unit. This can be done with any number of units in every friendly Shooting phase.